

BRUTAL



FOOTBALL

JAGUAR
●●●●●●

GAME
MANUAL

INTERACTIVE MULTIMEDIA CARTRIDGE

BRUTAL SPORTS FOOTBALL

JAGUAR™ 64-Bit
Interactive Multimedia System
Game Manual

INTRODUCTION

The idea for a Brutal Football League was conceived in 2004 when the Universal Football League dwindled due to audience boredom. In addition to its entertainment value, Brutal Football was initially conceived as a crude population control operation.

The first Brutal Football matches, played by humans, were extremely popular. However, interest began to die as quickly as the players. Crowds grew restless as the games rarely lasted for more than a minute. Two teams dominated this period: the Brain Dead Backboos and the high-flying National Nukes.

The final confrontation between these teams drew an enormous crowd to the Bad Lands Arena where the game was to be fought. An explosive match was predicted. Unfortunately, no one had predicted quite how explosive it would be. Within thirty seconds the Nukes lived up to their name as they declared nuclear war. The entire land mass of Utopia was obliterated. The result was deemed a no score draw.

This setback might have been the end of the game except for the vision of Professor I.M. Looney. His genetically engineered bipeds proved ideal players of the game. Once production had been taken over by Acme B. Bpeds, Inc., the new league was up and running - WILDLY!

LOADING INSTRUCTIONS

Insert Brutal Football cartridge into the Jaguar console as shown in the Atari Jaguar instructions booklet. After a few seconds the opening sequence will run before the game begins. This will include the welcoming sequence and the Brutal Football introduction sequence. Press the PAUSE or 'D' button to skip a screen. When the title screen appears press the PAUSE or 'B' button to take you into the first menu which is the Select Game screen.

THE RULES

- * You win with a Brutal Football Game by outscoring the opposition OR by slaughtering us of their team players.
- * Each game lasts seven minutes.
- * Once the game begins THERE ARE NO RULES!

- If a game ends in a draw, the ball is thrown away and **Sudden Death** is played. During this time each team must fight to the death. The first person to decapitate his opponents wins.

THE BASIC MOVES

- The player will automatically pick up the ball when he runs over it.
- Once in possession, press the 'B' button to pass ball.
- Press and hold down the 'C' button to kick the ball in the direction a player is facing.
- When not in possession, press the 'B' or 'C' button to punch an opponent or launch a flying tackle.
- Stand over an opponent and press the 'B' or 'C' button to stomp him.
- Press the 'C' button to make a flying catch.

Now you think you're ready to play. Well, you're going to end up getting a mauling unless you take in the finer points of the game. Objects or icons will appear on the field at various times during a game.

Run over an icon to pick it up. A maximum of three icons can be held at any one time. See STATE OF PLAY later.

Press the 'B' button to scroll through the Pick Up icons. To unleash the Pick Up selected press the 'W' button.

PICK UPS:

Sword

gives you a cutting edge in attacking opponents.

Magic potion

renders your player invulnerable for set amount of time.

Shield
protects player from attack

Grenades
makes your attack go with a bang

Bomb
bigger bangs to wipe out the opposition

Rabbit
speeds up your players...

Turtle
slows down your players

Ice-cube
ices opponent for a set amount of time

Running ball
ball sprout legs and will follow your controlled player for set amount of time

Repel ion
bounces opposition away when touched

Axe
split your opponent in two from a long distance

Lightning
strikes down opposition for a set amount of time

Two extra rooms appear in two-player mode

Direction reverse
reverses directions on your opponents jypod

Team swap
swaps team controls

STATE OF PLAY

If you want any information about the game it's all there in the state of play panel!

- The dots on the central panel shows the position of every player on the field. By using buttons '1' (defence), '2' (normal) and '3' (aggressive) you can change the formation of your team
- The flashing colored dots are the selected players.
- The white flashing dots show position of power ups
- The solid white dot is the ball

- * Top bar shows the strength of your selected player
- * Lower bar shows overall team strength
- * Window shows any score held by team
- * Pick Ups can be scrolled through by using button 'B' on keypad and selected by pressing the 'A' button.
- * The score is shown at the bottom screen corners

FORMATIONS

Each player can organise their team into three formations to assist in their game play

AGGRESSIVE

This puts your team into an attacking formation, pushing towards your opponents goal

STANDARD

This position is the multi-purpose position offering defensive and offensive positions

DEFENSE

This position allows you to 'pack' your half of the field with your players (just for when you are looking to hold on to a lead for a while)

After every match, whether Unfriendly, Knockout or League, you will be able to see your team's performance on the statistics screen

UNFRIENDLINESS

After starting the game, the Select Game screen will appear. Scroll through the choices using the keypad and choose **UNFRIENDLY** by pressing the PAUSE or 'B' button

- * Unfriendliness can be played by 1 or 2 players
- * Scroll through the eleven mutant and humanoid teams

- Press the PAUSE or 'B' button to select a team
- Enter the new name if you wish to customise team names by pressing the 'A' button
- Use directional controller to scroll through letters. Moving it left or right will select whichever letter you wish to change. Press the 'A' button to select the letter. When you are finished press the PAUSE or 'B' button again to return to the control panel
- Press the PAUSE or 'B' button again to get control options
- Use directional controller or joystick to scroll through control options
- Each option is explained on screen
- Press the PAUSE or 'B' button again to select preferred control option
- Both players must choose teams (two player mode only)

NUMBER OF GAMES

After selecting team and control option, the player can choose how many matches they wish to play. There is a choice of playing one game, best of three or best of seven. Scroll through these options and press the start button to select.

THE LEAGUE

At the end of each league game a championship screen appears. Scroll through the options and press 'B' button to select your choice. The screen appearing at the end of each league match has two extra choices. The first is the locker room option.

- Four leagues exist
- Each new member of the league must start at the bottom of the fourth division with a team of Viking

Bi-peds and attempt to work through the league

- * Each league is made up of four teams
- * Six games must be played per season
- * Three points are awarded for an outright win
- * Two points are awarded for winning after Sudden Death
- * One point is awarded for losing after Sudden Death

To save your position in the league after a match, choose the Show Password screen, then follow the directions.

THE LOCKER ROOM

When entering the locker room you will see your players in various states of repair. You can try and return your players to match fitness and select players for your next match.

You can select players from the nine bi-ped squad. Player number one is a specialist goalkeeper. All others will play in any position.

The physical health of players is constantly checked and displayed on monitors above their heads.

Select the player you will treat by scrolling through the team, then pressing the 'B' button, when reaching the appropriate player.

A door will appear in front of this player. Three sorts of treatment are available, each with their own sign:

- * The cross icon is for curing flesh wounds and for first aid
- * The lightning icon will give your player increased speed
- * The helmet icon is for cranial reconstruction and is reserved for the most serious cases.

SPEED UP

The lightning icon in the locker room adds about 1/4 additional speed to your players. A second use adds slightly more speed. The speed up decreases after each match, and wears off after about three matches.

BE WARNED all treatments cost money. The health of your medical finances is monitored on the control panel.

REMEMBER success on the field of battle, or sport, will bring financial rewards.

Having treated your players, you must select your team for the next match.

For automatic team selection, press the 'B' button, this will choose the first 7 things with heads.

For individual player selection, scroll through your team and press 'X' button.

THE PASSWORD

When you click on the Show Results command you receive a Password for the exact position you are in for the league. Place the same password in the password option screen to retain your level when you re-start, to continue where the game was left off. If you return to a game and wish to use the password on the main menu screen, press the PAUSE button. Input the passwords by scrolling through the letters and numbers with the directional controller and selecting. If you press down on the command panel it will also show you where you are positioned in the league.

THE KNOCK OUTS

Eight 'thing' teams compete in the knock-out competition. Scroll through the teams on screen and press the PAUSE, or 'B' button to select your team. To select computer or human controlled teams, scroll through the column with computer flag or hand icons and press the 'B' button. Change of name is possible by entering in the new name.

PASSWORDS - Flick the directional button to scroll through the alphabet to input your password. Press the PAUSE or 'B' button for your selection.

THE TEAMS

THE VIKINGS - The weakest teams in the league

Best Viking Player	Tyler Gutierrez Loose End
Best Viking Team	The Blooded Horns - placed 6th in league in 2045
Worst Viking Team	Knoggin 'No Green' Nunsense - Debut lasted 1.5 seconds
Special moves	Stamping

THE LIZARDS - The second worst teams in the league are lizard players

Best Lizard Player	The Barbecue Beast - a ferocious monster of a player
Best Lizard Team	The Komodo Goat Slayers - 4th placed team in 2048
Worst Lizard Player	Gentle Neck Gecko - For obvious reason this player's contract was soon terminated.
Worst Lizard Team	The One-legged Leopards
Special moves	Fire-breathing skills can roast an opponent within seconds.

THE WILD GOATS - Excellent Brutal Football players. Mainly found in the 2nd division

Best Wild Goat Player	Butt-out' Belcher
Best Wild Goat Team	The Rare Racers - 2nd placed 2066

Worst Wild Goat Player

Dan Green Horn. This player's head was never discovered after being kicked into orbit.

Special moves

Rolling tackles and horn butt.

THE RHINOS - The best Brutal football players in history. Always in the 1st division.

Best Rhino Player

The concrete Warrior - Rhin Handplate

Best Rhino Team

The Earthquake Seven - league winners 2006-2008

Worst Rhino Player

Five AIF Smithson

Worst Rhino Team

Trampled underfoot by other Rhino outfits, no records remain of them

Special moves

Almost unstoppable, massive players

10 Brutal tactics survive with 5 being beyond control or selection

Telegames is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

Reproduction of this document or of any portion of its contents is not allowed without the specific consent of Telegames.

TELEGAMES and the TELEGAMES logo are trademarks or registered trademarks of Telegames, Inc. and Telegames Ltd. ATARI, the ATARI logo, and JAGUAR are trademarks of Atari Corporation.

BRUTAL SPORTS FOOTBALL Jaguar program copyright 1994 Telegames.

BRUTAL SPORTS FOOTBALL is a trademark of Millennium Interactive Limited.

BRUTAL SPORTS FOOTBALL copyright Teque/Millennium Interactive Limited.

Software Warranty

Telegames warrants to the original purchaser that this product will be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as indicated by your receipt. During this Warranty Period, Telegames will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

Do not return your software to the retailer. Return your software under warranty with a description of the problem and your original sales receipt (photocopies will not be accepted) clearly indicating the date of purchase to:

For U.S., Canada, Mexico:

Telegames, Inc.
Box 601
Lancaster, TX 75146

For U.K. and Europe:

Telegames Ltd.
Kilby Bridge, Wigston
Lancaster, LE18 3TE, UK

In no event shall Telegames be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

Other Exciting Products From Telegames

For the Atari Jaguar:

World Class Cricket

Ultimate Brain Games

For the Atari Lynx:

Desert Strike

Double Dragon

Super Off Road

Bubble Trouble

Ultimate Chess Challenge

European Soccer Challenge

QIX, The Classic Arcade Game

Copyright 1994
Telegames, Inc. &
Telegames Limited
All rights reserved

JA100
100996
Printed in USA